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Subject: Cydonia Mars Map. pics etc.

Posted by [Blazea58](#) on Tue, 28 Sep 2004 05:28:30 GMT

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icedog90Sims 2 = rocks.

Its so much like the old ones, im already getting bored of playing it lol.

I went ahead, and textured the map. Earlier i had some major texture problems, because the textures were either to bright or to dark. I went in photoshop, and toned them all down, making them the same blend of texture, so now i think its ready for the spawn points and a quick test, then ill redo the texturing as usual and add the buildings, as well as the objects.

I always texture my maps a few times, so i get more ideas on how to blend it, and where etc, this way it looks the best i can get it when i blend for the 3rd time.

Id like to perhaps replace the moon texture with a texture Of one of jupiters moons, so more blueish with lots of cracks in it representing thick ice etc.

If its an easy change ill do it, but im not sure. Id also like to have other planets within the sky shader, so if anyone knows more info on that subject give me a pm or something.

This was taken about 50 metres away from the edge of the map. The backdrop extends another 700 metres from the edge.

Thats the face, hard to see with the fog, but you can clearly see the indents for the eyes and mouth.

Thats just a large dip created from large peices of rock getting tossed in the wind.

And of course i can't leave out the above view. Don't mind the crap scaling because with the fog you wont even notice the difference ingame.